FLEX - STYLE WITH SKIN

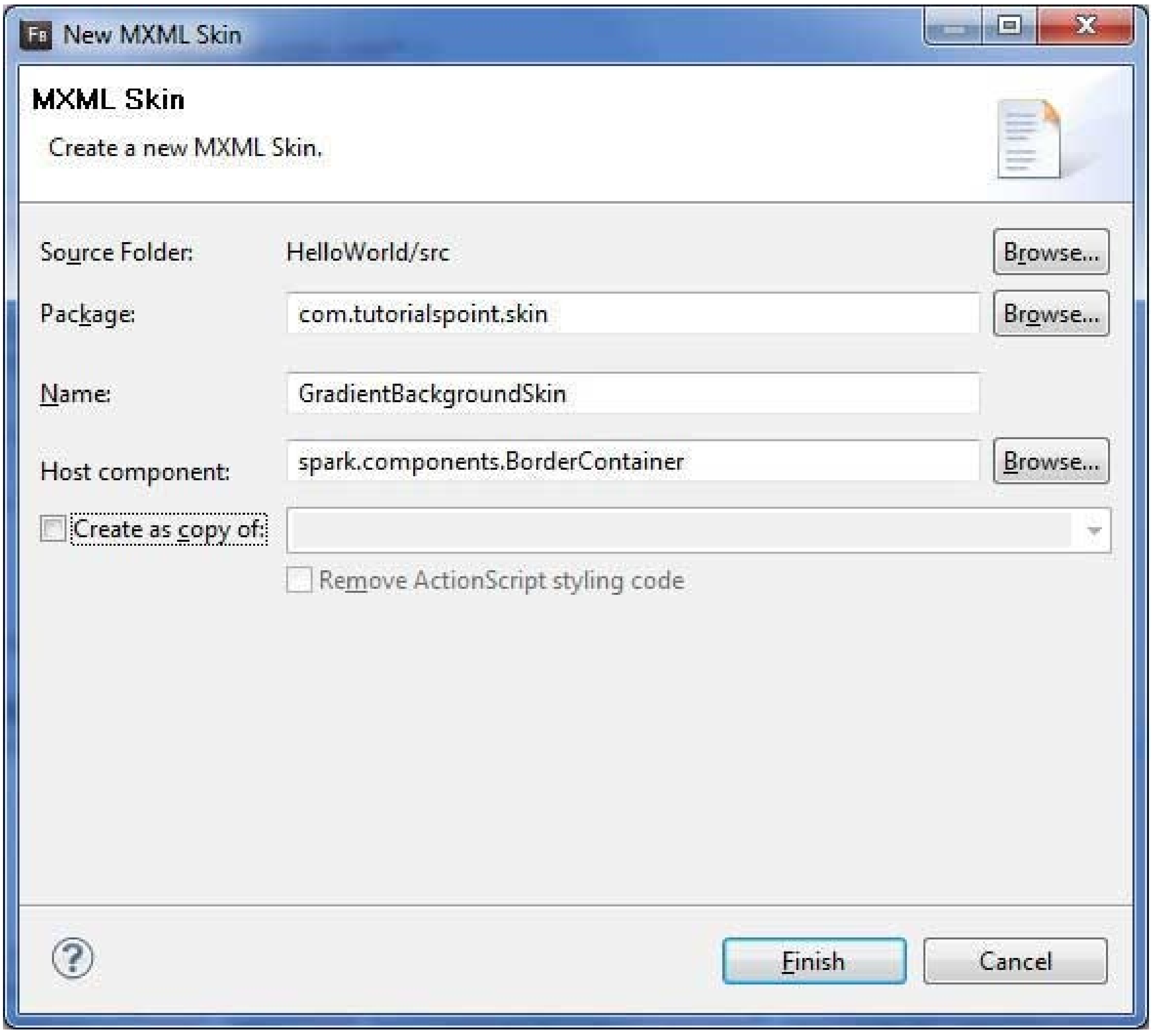
http://www.tutorialspoint.com/flex/flex_style_with_skin.htm

What is Skining?

- Skinning in Flex, is a process of customizing look and feel of a UI Component completely.
- A Skin can define text, image, filters , transitions and states of a compoent.
- A Skin can be created as a seperate mxml or ActionScript component.
- Using skin, we can control all visual aspects of a UI component.
- The process of defining skin is same for all the UI component.

Step 1: Create a skin

Launch Create MXML Skin wizard using the option **File > New > MXML Skin**.



New MXML Skin

MXML Skin

Create a new MXML Skin.

Source Folder: HelloWorld/src

Package: com.tutorialspoint.skin

Name: GradientBackgroundSkin

Host component: spark.components.BorderContainer

□ Create as copy of:

□ Remove ActionScript styling code

Enter Package as **com.tutorialspoint.skin**, name as **GradientBackgroundSkin** and choose host component as existing flex BorderContainer control **spark.component.BorderContainer**.

Now you've created a skin for a BorderContainer. Modify content of the mxml skin file **src/com.tutorialspoint/skin/GradientBackgroundSkin.mxml**. Update fill layer as follows:

```
<!-- fill -->
<s:Rect >
   <s:fill>
      <s:LinearGradient rotation="90">
         <s:GradientEntry color="0x888888" ratio="0.2"/>
         <s:GradientEntry color="0x111111" ratio="1"/>
      </s:LinearGradient>
   </s:fill>
</s:Rect>
```

Step 2: Apply skin

You can apply skin over a component using two ways

Apply skin in MXML script (statically)

Apply **GradientBackgroundSkin** to a BorderContainer with id **mainContainer** using its **skinClass** attribute.

```
<s:BorderContainer width="560" height="500"
   styleName="container">
   <s:VGroup width="100%" height="100%" gap="50"
   horizontalAlign="center" verticalAlign="middle"
   skinClass="com.tutorialspoint.skin.GradientBackgroundSkin">
```

Apply skin in ActionScript (dynamically)

Apply **GradientBackgroundSkin** to a BorderContainer with id **mainContainer** using its **skinClass** property.

```
protected function gradientBackground_clickHandler(event:MouseEvent):void
{
   mainContainer.setStyle("skinClass", GradientBackgroundSkin );
}
```

Flex Style with Skin Example

Let us follow the following steps to see skinning in action in a Flex application by creating a test application:

Step	Description
1	Create a project with a name *HelloWorld* under a package *com.tutorialspoint.client* as explained in the *Flex - Create Application* chapter.
2	Create skin *GradientBackgroundSkin.mxml* under a package *com.tutorialspoint.skin* as explained above. Keep rest of the files unchanged.
3	Modify *HelloWorld.mxml* as explained below. Keep rest of the files unchanged.
4	Compile and run the application to make sure business logic is working as per the requirements.

Following is the content of the **GradientBackgroundSkin.mxml** file **src/com/tutorialspoint/skin/GradientBackgroundSkin.mxml**.

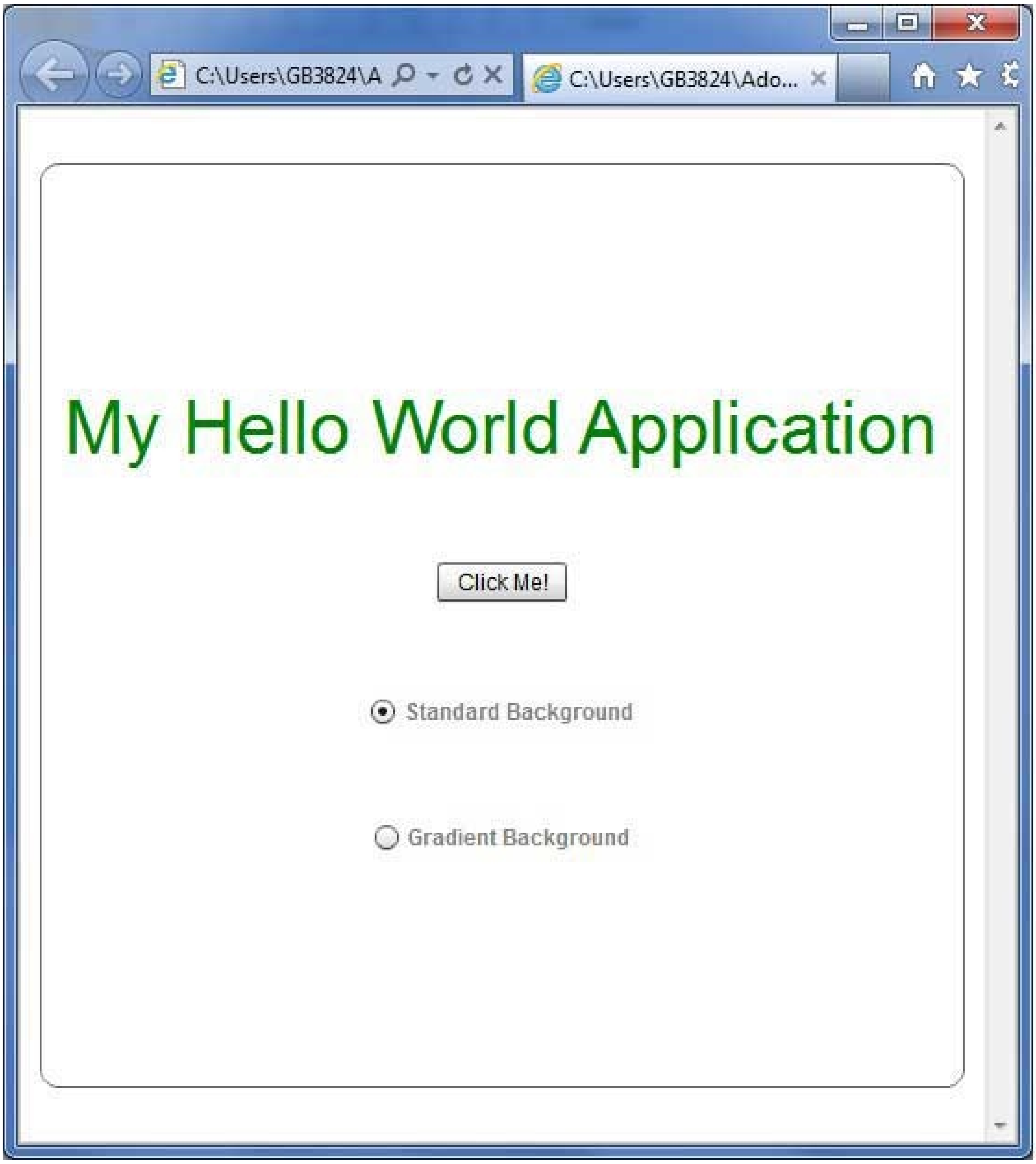
```
<?xml version="1.0" encoding="utf-8"?>
<s:Skin xmlns:fx="http://ns.adobe.com/mxml/2009"
   xmlns:s="library://ns.adobe.com/flex/spark"
   xmlns:mx="library://ns.adobe.com/flex/mx">
   <!-- host component -->
   <fx:Metadata>
```

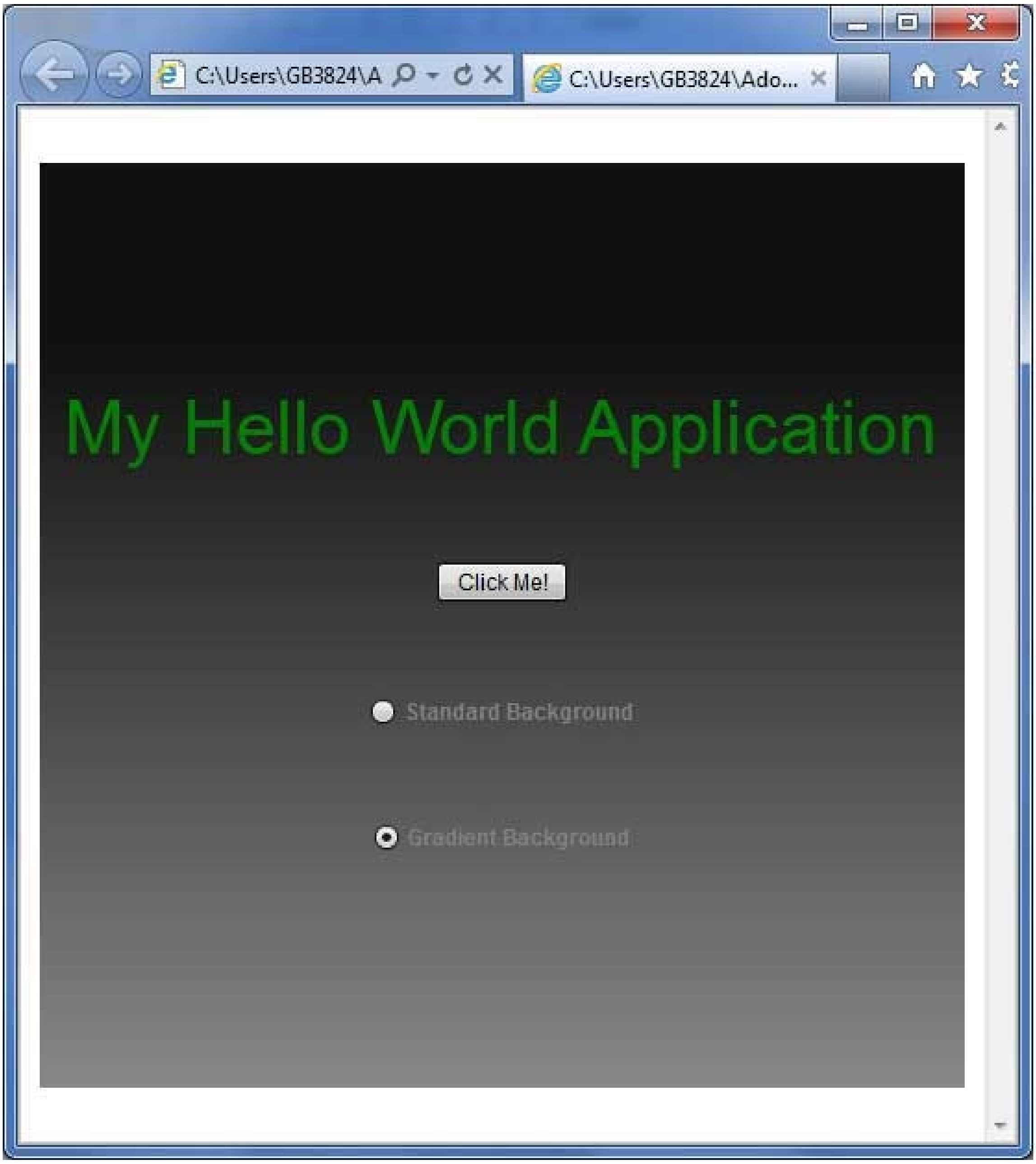
```
      [HostComponent("spark.components.BorderContainer")]
   </fx:Metadata>

   <!-- states -->
   <s:states>
      <s:State name="disabled" />
      <s:State name="disabled" />
      <s:State name="normal" />
   </s:states>

   <!-- SkinParts
   name=contentGroup, type=spark.components.Group, required=false
   -->
   <!-- fill -->
   <s:Rect >
      <s:fill>
         <s:LinearGradient rotation="90">
            <s:GradientEntry color="0x111111" ratio="0.2"/>
            <s:GradientEntry color="0x888888" ratio="1"/>
         </s:LinearGradient>
      </s:fill>
   </s:Rect>
   <!-- must specify this for the host component -->
   <s:Group  />
</s:Skin>
```

Following is the content of the modified **HelloWorld.mxml** file **src/com/tutorialspoint/client/HelloWorld.mxml**.

```
<?xml version="1.0" encoding="utf-8"?>
<s:Application xmlns:fx="http://ns.adobe.com/mxml/2009"
   xmlns:s="library://ns.adobe.com/flex/spark"
   xmlns:mx="library://ns.adobe.com/flex/mx"
   width="100%" height="100%" minWidth="500" minHeight="500"
   initialize="application_initializeHandler(event)">

  <fx:Style source="/com/tutorialspoint/client/Style.css"/>

  <fx:Script>
  <![CDATA[
     import com.tutorialspoint.skin.GradientBackgroundSkin;
     import mx.controls.Alert;
     import mx.events.FlexEvent;
     import spark.skins.spark.BorderContainerSkin;

     protected function btnClickMe_clickHandler(event:MouseEvent):void
     {
        Alert.show("Hello World!");
     }

     protected function application_initializeHandler(event:FlexEvent):void
     {
        lblHeader.text = "My Hello World Application";
     }

     protected function gradientBackground_clickHandler(event:MouseEvent):void
     {
         mainContainer.setStyle("skinClass", GradientBackgroundSkin );
     }

     protected function standardBackground_clickHandler(event:MouseEvent):void
     {
        mainContainer.setStyle("skinClass", BorderContainerSkin );
     }
   ]]>
   </fx:Script>
   <fx:Declarations>
      <s:RadioButtonGroup  />
   </fx:Declarations>
   <s:BorderContainer width="500" height="500"
      skinClass="spark.skins.spark.BorderContainerSkin"
      horizontalCenter="0" verticalCenter="0" cornerRadius="10">
      <s:VGroup width="100%" height="100%" gap="50" horizontalAlign="center"
      verticalAlign="middle">
         <s:Label
         styleName="heading"/>
         <s:Button label="Click Me!"
            click="btnClickMe_clickHandler(event)"/>
         <s:RadioButton color="gray" fontWeight="bold"
            group="{selectorGroup}" label="Standard Background"
            click="standardBackground_clickHandler(event)" selected="true"/>
         <s:RadioButton color="gray" fontWeight="bold"
            group="{selectorGroup}" label="Gradient Background"
            click="gradientBackground_clickHandler(event)"/>
      </s:VGroup>
   </s:BorderContainer>
</s:Application>
```

Once you are ready with all the changes done, let us compile and run the application in normal mode as we did in Flex - Create Application chapter. If everything is fine with your application, this will produce following result: [Try it online]





My Hello World Application

○ Standard Background

● Gradient Background